

Milestone 1**Computing Year 2/3 (Blue Class)**

By the end of the year, pupils should have a 'Expected' understanding, whilst some will have a 'Deep' understanding.

	Basic:	Expected:	Deep:
Computer skills (spans across all units)			
Turn on a laptop			
Login to a laptop user			
Use a mouse			
Open an internet browser			
Access a website (such as Purple Mash)			
Follow simple instructions to access online resources			
Information Technology			
Unit 2.3 - Spreadsheets			
Use copying, cutting and pasting shortcuts in 2Calculate.			
Use 2Calculate totalling tools.			
Use 2Calculate to solve a simple puzzle			
Explore the capabilities of a spreadsheet in adding up coins to match the prices of objects			
Add and edit data in a table layout.			
Use the data to manually create a block graph.			
Unit 2.4 - Questioning			
Show that the information provided on pictograms is of limited use beyond answering simple questions			
Use yes/no questions to separate information.			
Construct a binary tree to separate different items.			
Use 2Question (a binary tree) to answer questions			
Use a database to answer more complex search questions.			
Use the Search tool to find information.			
Unit 2.5 - Effective Searching			
Understand the terminology associated with the Internet and searching.			
Gain a better understanding of searching the Internet.			
Create a leaflet to help someone search for information on the Internet.			
Unit 2.6 - Creating Pictures			
Explore 2Paint A Picture.			
Look at the work of Impressionist artists and recreate them using the Impressionism template.			
Look at the work of pointillist artists such as Seurat.			
Recreate pointillist art using the Pointillism template.			
Look at the work of Piet Mondrian and recreate it using the Lines template.			
Look at the work of William Morris and recreate it using the Patterns template.			
Look at some surrealist art and create their own using the eCollage function in 2Paint A Picture.			
Unit 2.7 - Making Music			
Explore, edit and combine sounds using 2Sequence.			

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Add sounds to a tune to improve it.			
Think about how music can be used to express feelings and create tunes which depict feelings.			
Upload a sound from a bank of sounds into the Sounds section.			
Record their own sound and upload it into the Sounds section.			
Create their own tune using the sounds which they have added to the Sounds section.			
Unit 2.8 - Presenting Ideas			
Explore how a story can be presented in different ways.			
Make a quiz about a story or class topic.			
Make a fact file on a non-fiction topic.			
Make a presentation to the class.			
Computer Science			
Unit 2.1 - Coding			
Understand what an algorithm is.			
Create a computer program using an algorithm.			
Create a program using a given design.			
Understand the collision detection event.			
Understand that algorithms follow a sequence.			
Design an algorithm that follows a timed sequence.			
Understand that different objects have different properties.			
Understand what different events do in code.			
Understand the function of buttons in a program.			
Know what debugging means.			
Understand the need to test and debug a program repeatedly.			
Debug simple programs.			
Digital Literacy / Online Safety			
Unit 2.2 - Online Safety			
Know how to refine searches using the Search tool.			
Know how to share work electronically using the display boards.			
Use digital technology to share work on Purple Mash to communicate and connect with others locally.			
Have some knowledge and understanding about sharing more globally on the Internet.			
Introduce Email as a communication tool using 2Respond simulations.			
Understand how we talk to others when they are not there in front of us.			
Open and send simple online communications in the form of email.			
Understand that information put online leaves a digital footprint or trail.			
Begin to think critically about the information they leave online.			
Identify the steps that can be taken to keep personal data and hardware secure			